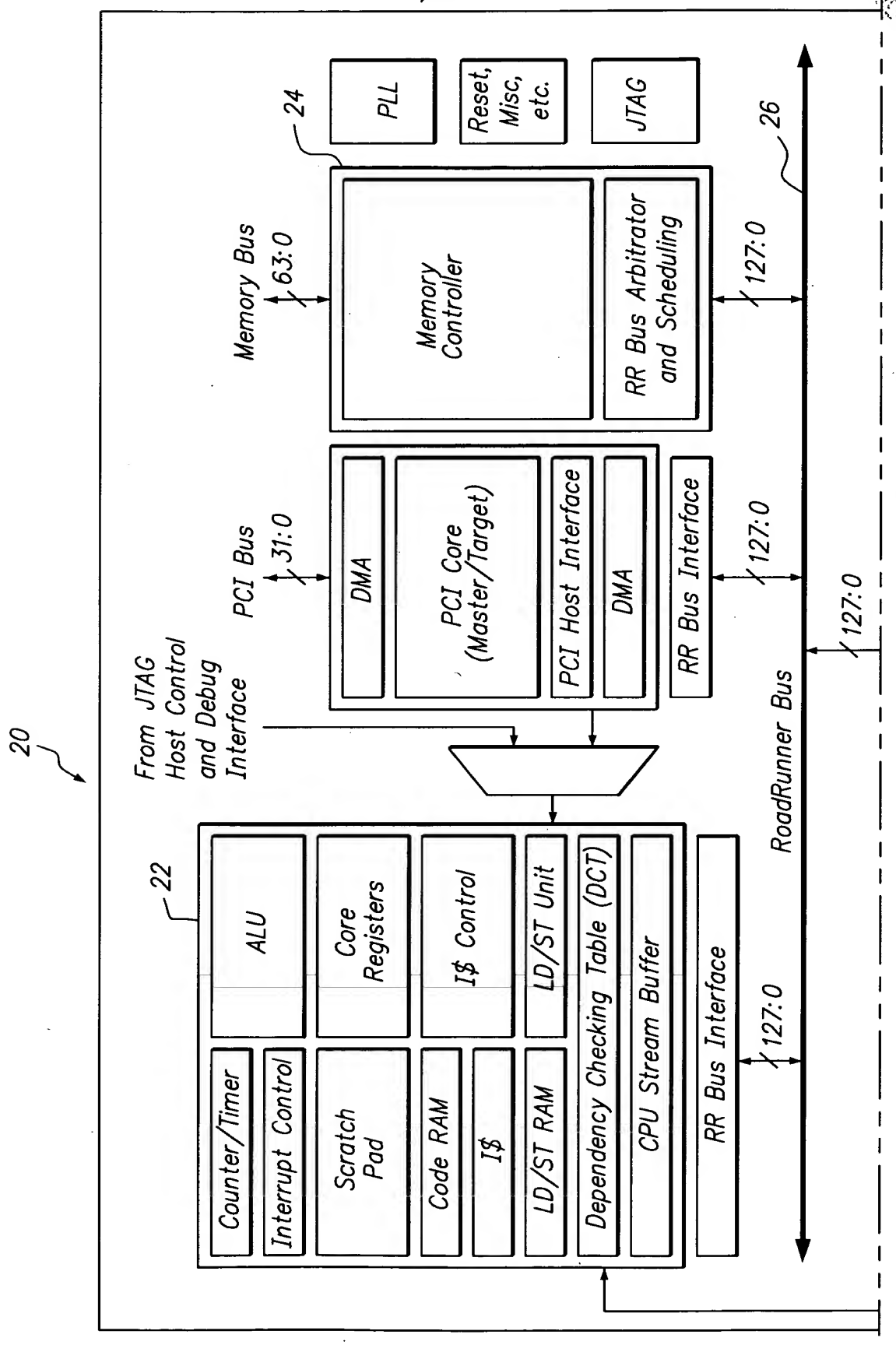

20
22
24
26
PLL
Reset, Misc, etc.
JTAG
Memory Bus
63:0
Memory Controller
RR Bus Arbitrator and Scheduling
127:0
PCI Bus
31:0
DMA
PCI Core (Master/Target)
PCI Host Interface
DMA
RR Bus Interface
From JTAG Host Control and Debug Interface
ALU
Core Registers
I$ Control
LD/ST Unit
Counter/Timer
Interrupt Control
Scratch Pad
Code RAM
I$
LD/ST RAM
Dependency Checking Table (DCT)
CPU Stream Buffer
RR Bus Interface
RoadRunner Bus

FIG. 1A

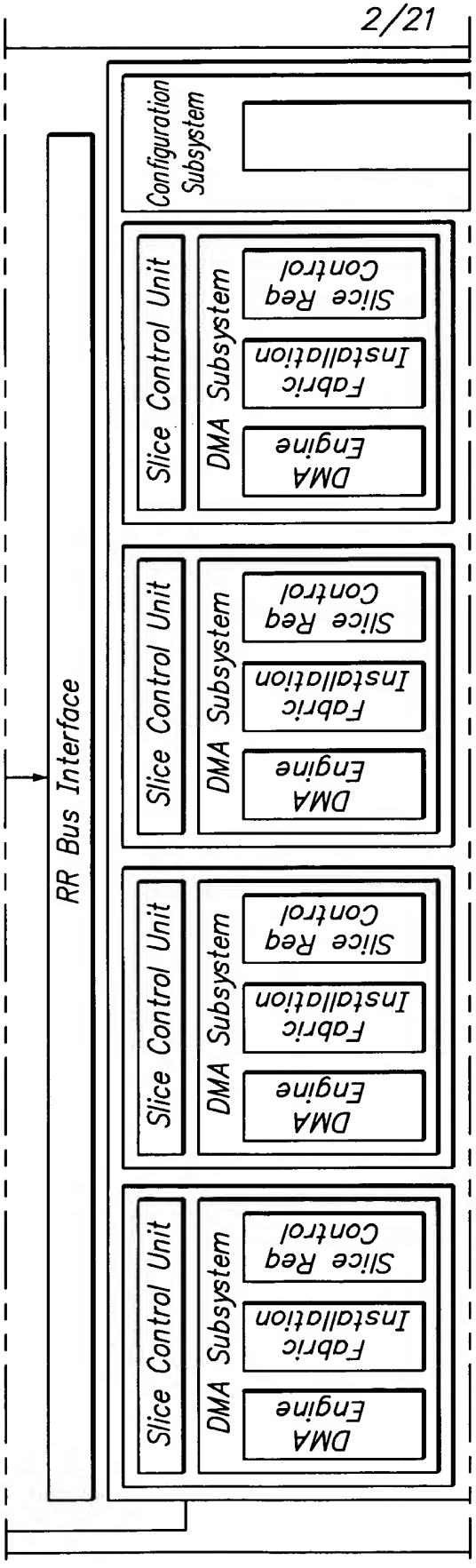


FIG. 1B

FIG. 1

FIG. 1A	FIG. 1B	FIG. 1C

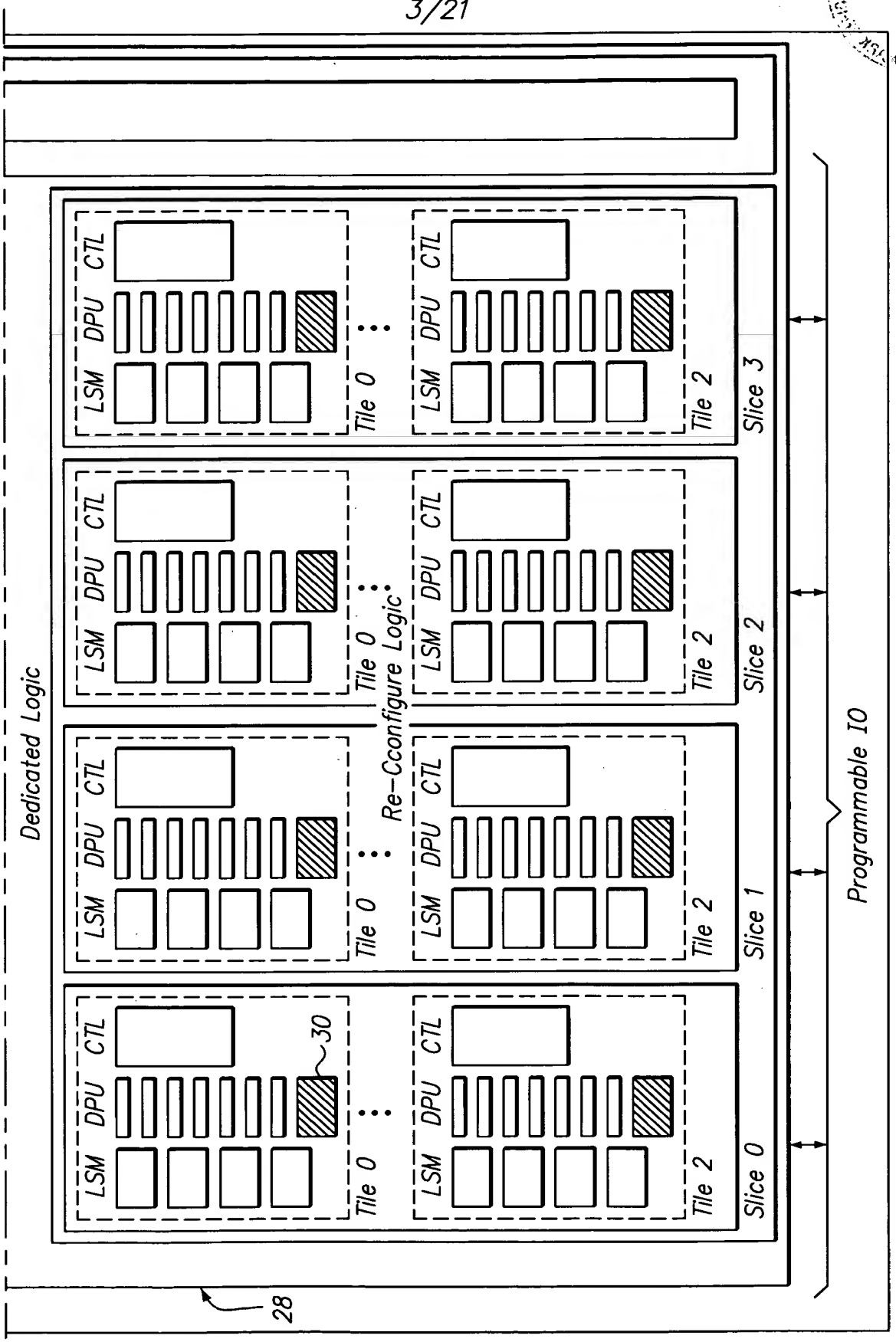

Dedicated Logic
Re-Cconfigure Logic
Programmable IO
Slice 3
Slice 2
Slice 1
Slice 0
Tile 0
Tile 2
LSM
DPU
CTL
30
28

FIG. 1C

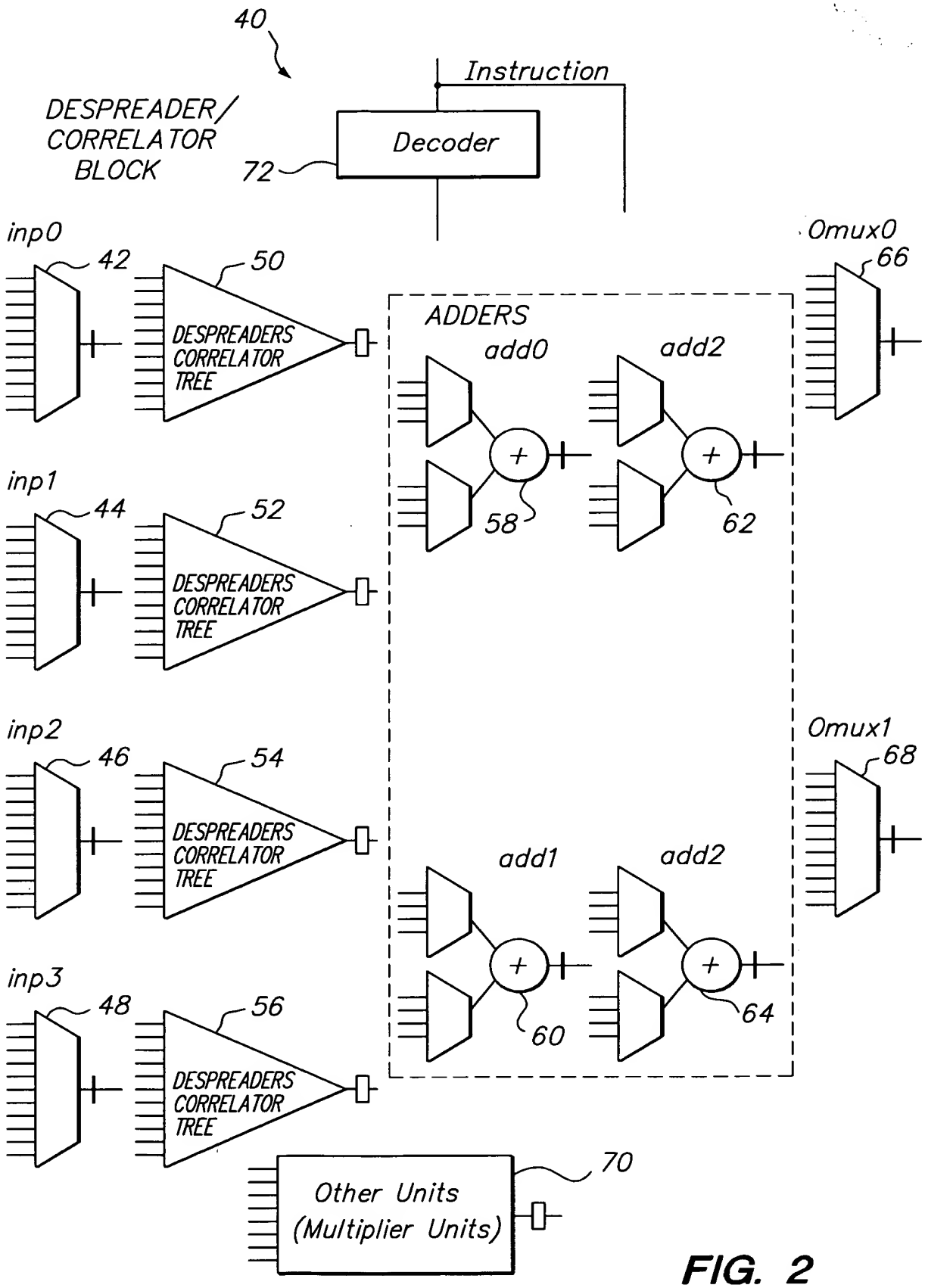

40
Instruction
DESPREADER/
CORRELATOR
BLOCK
Decoder
72
inp0
42
50
DESPREADERS
CORRELATOR
TREE
Omux0
66
ADDERS
add0
add2
58
62
inp1
44
52
DESPREADERS
CORRELATOR
TREE
inp2
46
54
DESPREADERS
CORRELATOR
TREE
Omux1
68
add1
add2
60
64
inp3
48
56
DESPREADERS
CORRELATOR
TREE
Other Units
(Multiplier Units)
70

FIG. 2

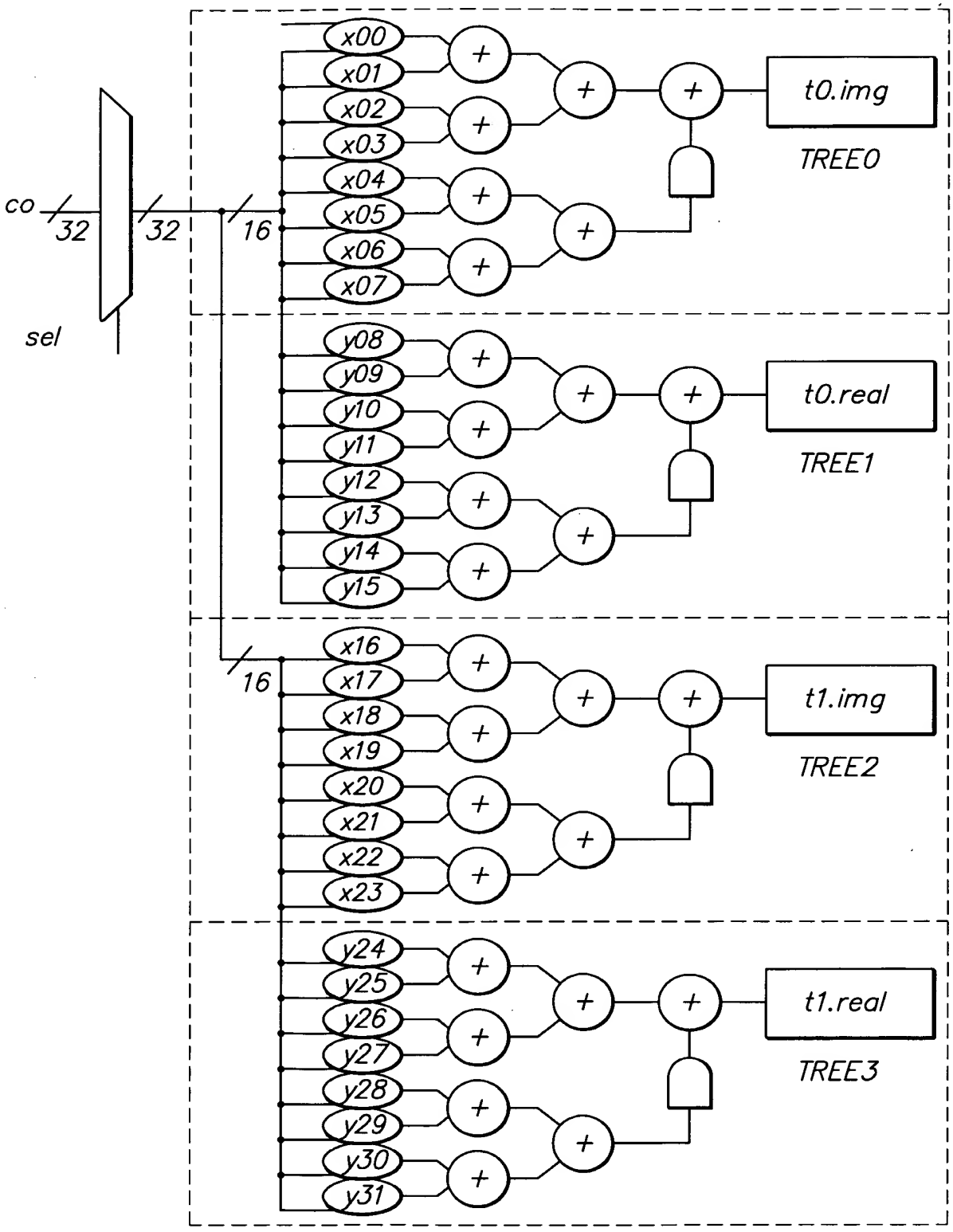

co
32
32
16
sel
x00
x01
x02
x03
x04
x05
x06
x07
t0.img
TREE0
y08
y09
y10
y11
y12
y13
y14
y15
t0.real
TREE1
16
x16
x17
x18
x19
x20
x21
x22
x23
t1.img
TREE2
y24
y25
y26
y27
y28
y29
y30
y31
t1.real
TREE3

FIG. 3

CODE (real,img)	mapping	result.real	result.img
00	+1,+1	+r	+i
01	+1,−1	+i	−r
10	−1,+1	−i	+r
11	−1,1	−r	−i

OPCODE	Despreader	4XDESP	8XDESP	16XCorrelate
mux negate unit		C src bit	C src bit	C src bit
x00	T0.img	c[0,1]	c[0,1]	c[0,1]
x01	T0.img	c[2,3]	c[4,5]	c[2,3]
x02	T0.img	c[4,5]	c[8,9]	c[4,5]
x03	T0.img	c[6,7]	c[12,13]	c[6,7]
x04	T0.img	–	c[2,3]	c[8,9]
x05	T0.img	–	c[6,7]	c[10,11]
x06	T0.img	–	c[10,11]	c[12,13]
x07	T0.img	–	c[14,15]	c[14,15]
y08	T0.real	c[0,1]	c[0,1]	c[0,1]
y09	T0.real	c[2,3]	c[4,5]	c[2,3]
y10	T0.real	c[4,5]	c[8,9]	c[4,5]
y11	T0.real	c[6,7]	c[12,13]	c[6,7]
y12	T0.real	–	c[2,3]	c[8,9]
y13	T0.real	–	c[6,7]	c[10,11]
y14	T0.real	–	c[10,11]	c[12,13]
y15	T0.real	–	c[14,15]	c[14,15]
x16	T1.img	c[16,17]	c[16,17]	c[16,17]
x17	T1.img	c[18,19]	c[20,21]	c[18,19]
x18	T1.img	c[20,21]	c[24,25]	c[20,21]
x19	T1.img	c[22,23]	c[28,29]	c[22,23]
x20	T1.img	–	c[18,19]	c[24,25]
x21	T1.img	–	c[22,23]	c[26,27]
x22	T1.img	–	c[26,27]	c[28,29]
x23	T1.img	–	c[30,31]	c[30,31]
y24	T1.real	c[16,17]	c[16,17]	c[16,17]
y25	T1.real	c[18,19]	c[20,21]	c[18,19]
y26	T1.real	c[20,21]	c[24,25]	c[20,21]
y27	T1.real	c[22,23]	c[28,29]	c[22,23]
y28	T1.real	–	c[18,19]	c[24,25]
y29	T1.real	–	c[22,23]	c[26,27]
y30	T1.real	–	c[26,27]	c[28,29]
y31	T1.real	–	c[30,31]	c[30,31]

FIG. 4

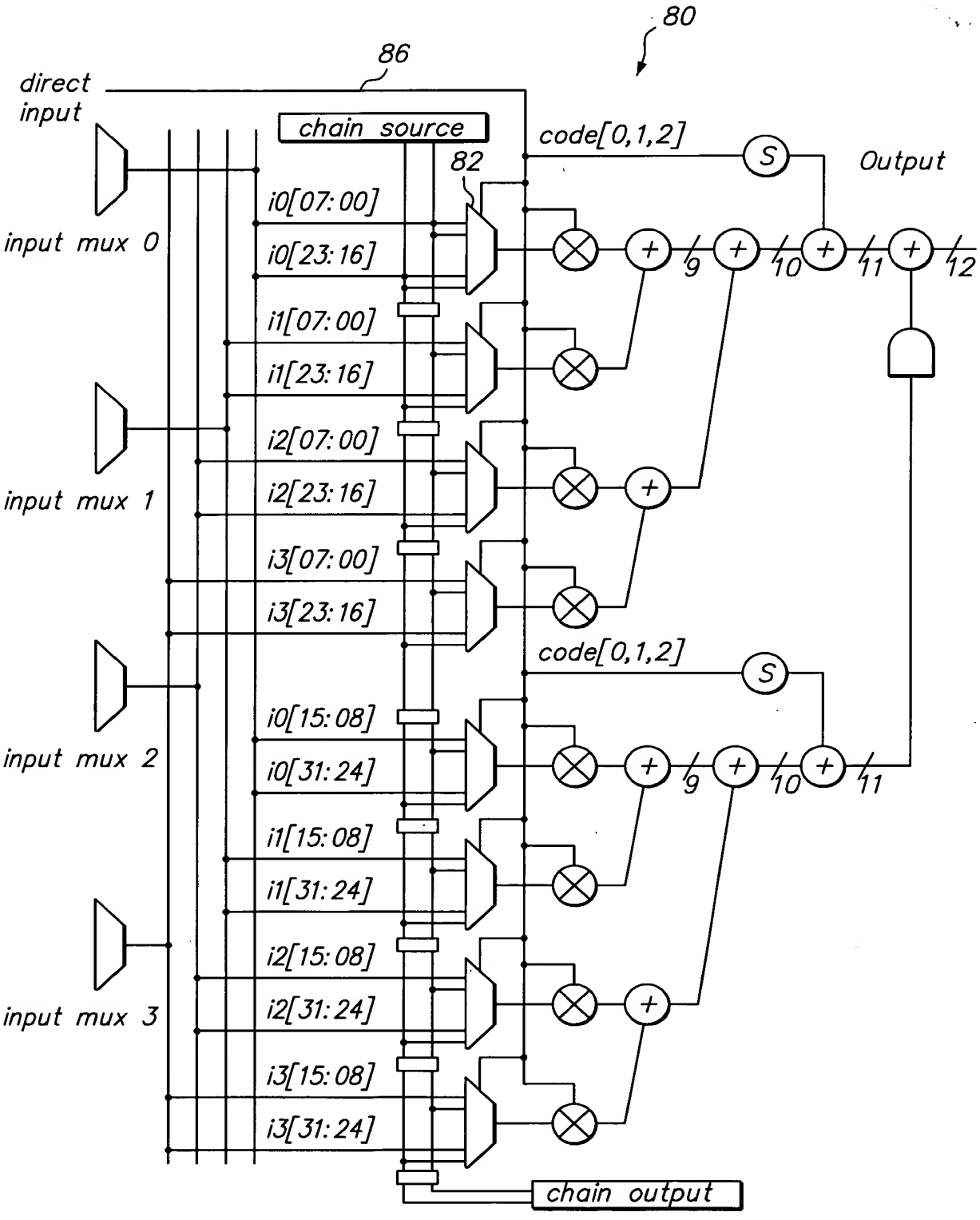

80
86
direct input
chain source
82
code[0,1,2]
S
Output
input mux 0
i0[07:00]
i0[23:16]
i1[07:00]
i1[23:16]
input mux 1
i2[07:00]
i2[23:16]
i3[07:00]
i3[23:16]
code[0,1,2]
S
input mux 2
i0[15:08]
i0[31:24]
i1[15:08]
i1[31:24]
input mux 3
i2[15:08]
i2[31:24]
i3[15:08]
i3[31:24]
9
10
11
12
chain output

FIG. 5

PN CODE	MAPPING	45° ROTATED SCALES	COMPLEX MULTIPLICATION	RESULT
00	(1,1)	(1,0)	$i \cdot (a+jb)$	$(a+jb)$
01	(1,−1)	(0,−1)	$-j \cdot (a+jb)$	$(b-ja)$
11	(−1,−1)	(−1,0)	$-i \cdot (a+jb)$	$(-a-jb)$
10	(−1,1)	(0,1)	$j \cdot (a+jb)$	$(-b+ja)$

FIG. 6A

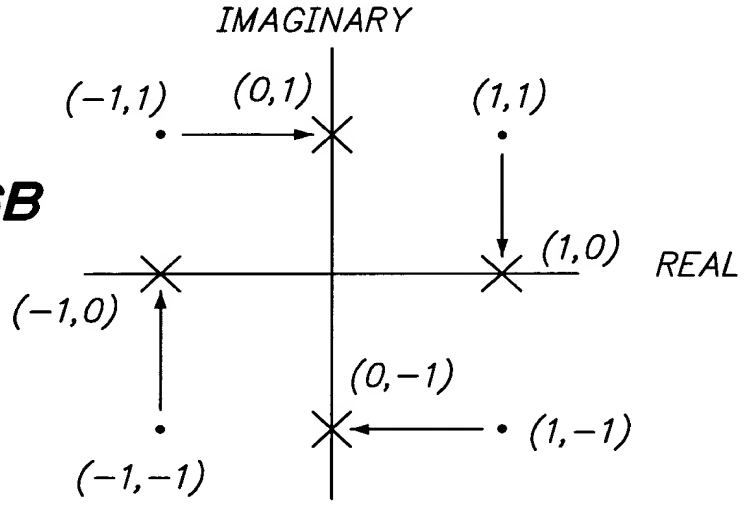


FIG. 6B

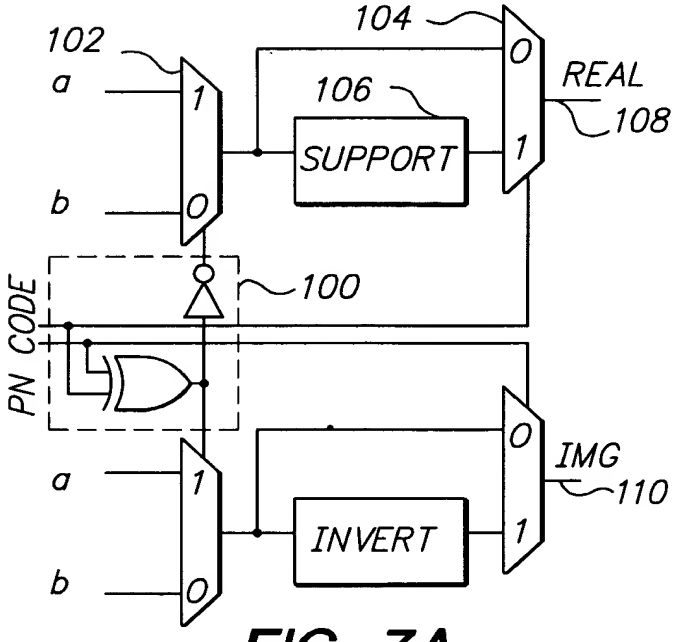


FIG. 7A

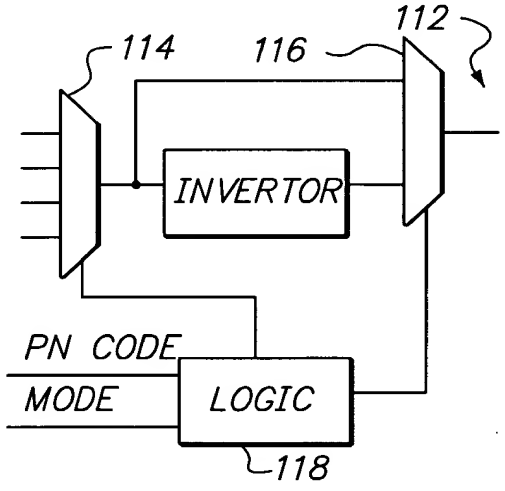
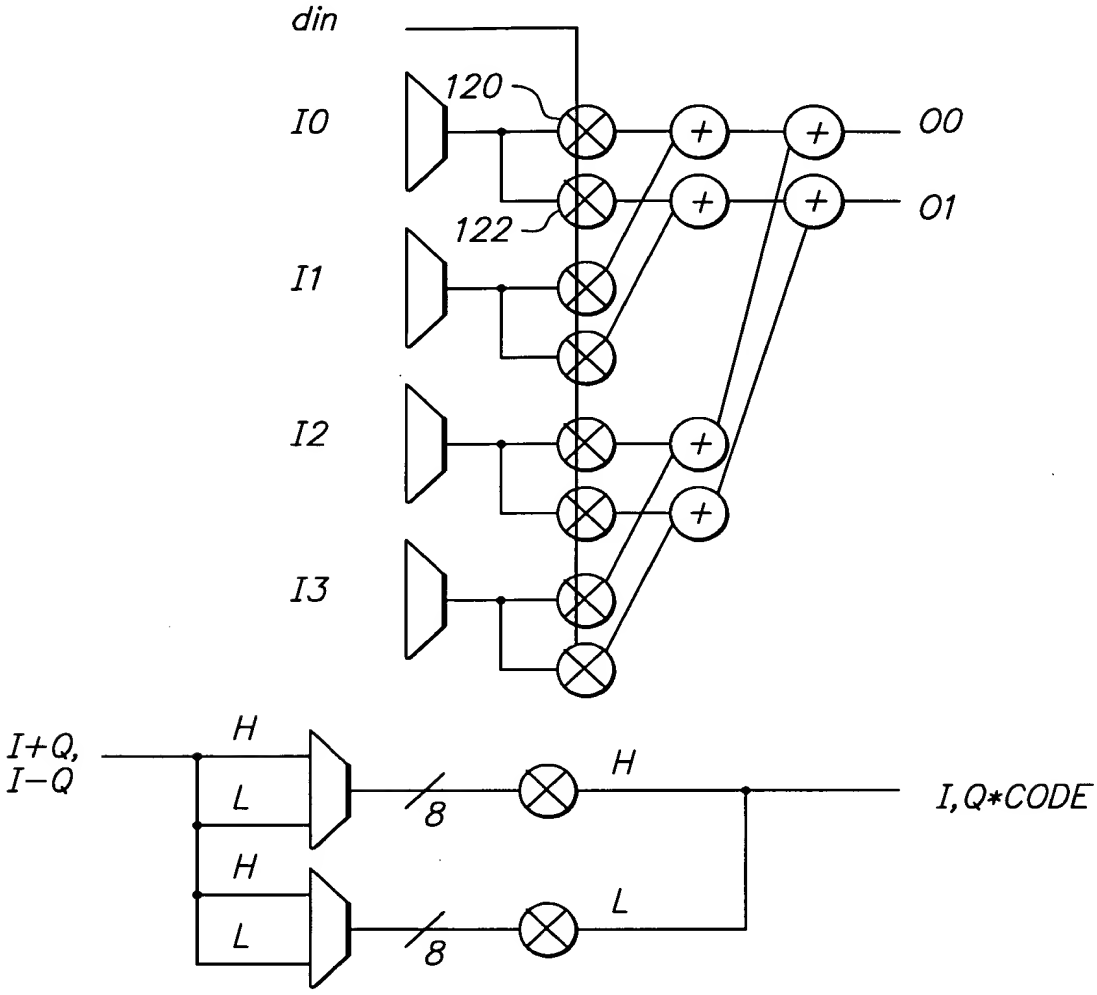


FIG. 7B

Despreading Implementation 1
The diagram below implements a 4 chip despreader to two different CODE codes.



16−bit implementation of despreading opcode

CODE	O[31:16]=	O[15:0]=
00	−H=−(I−Q)	L=−(I+Q)
01	−L=−(I+Q)	H= (I−Q)
10	L= (I+Q)	−H=−(I−Q)
11	H= (I−Q)	L= (I+Q)

CODE(real,img)	result.real	result.img
00−>−1,−1	−(r−i)	−(r+i)
01−>−1,1	−(r+i)	r−i
10−>1,−1	r+i	−(r−i)
11−>1,1	r−i	r+i

FIG. 8

Function	Output	Function
Despreader Trees0	00[15:00]	real–i
Despreader Trees1	00[31:16]	imaginary–q
Despreader Trees2	01[15:00]	real–i
Despreader Trees3	01[31:16]	imaginary–q

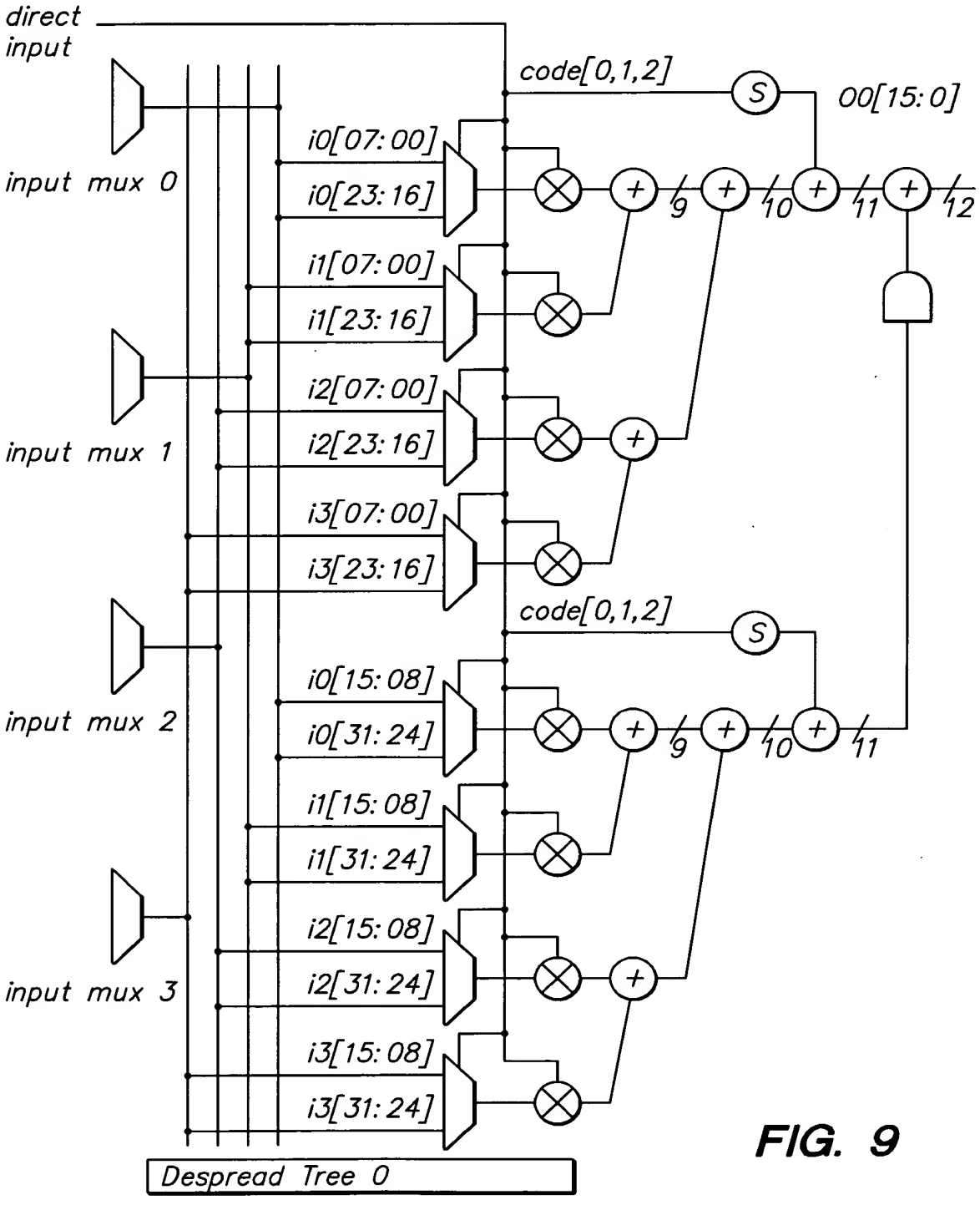


FIG. 9

Despreader integration with input and Output muxes

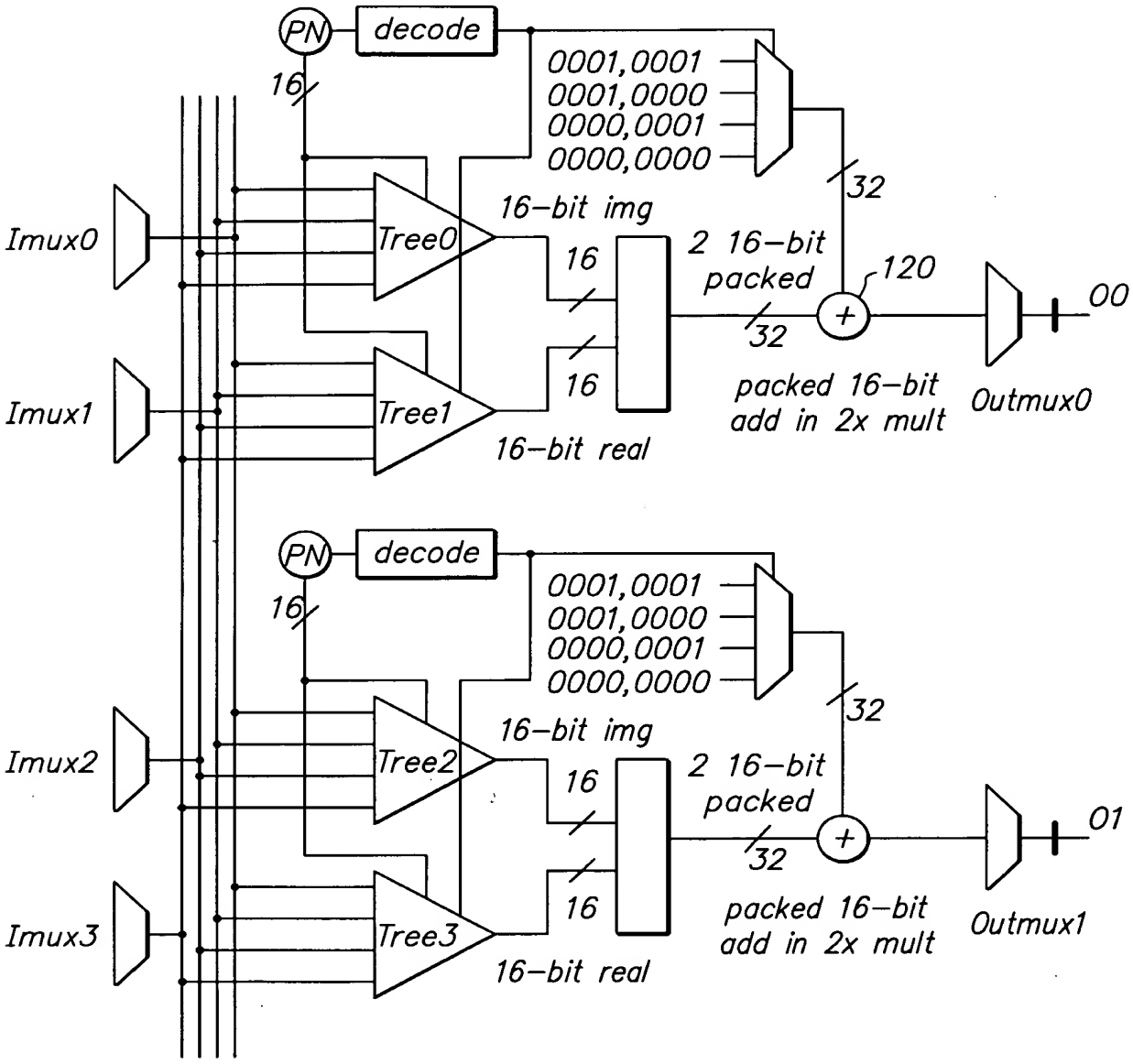


FIG. 10

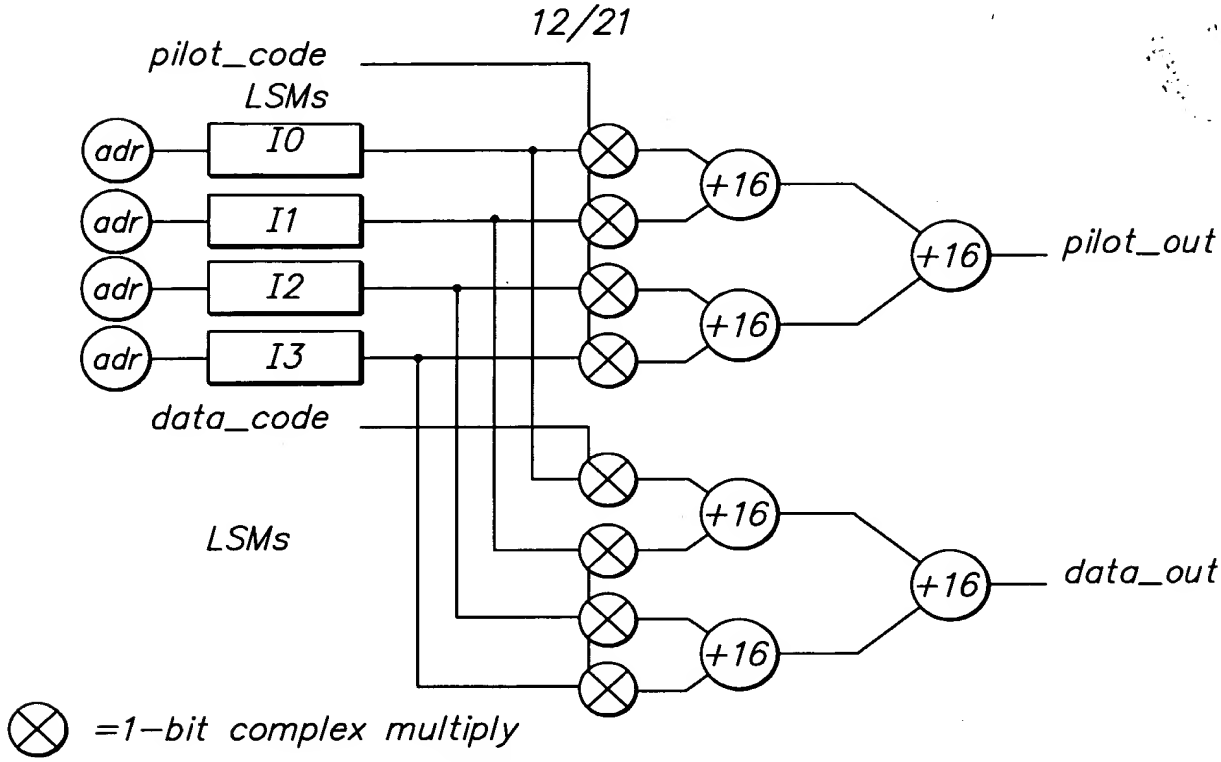

pilot_code
LSMs
adr
I0
adr
I1
adr
I2
adr
I3
data_code
LSMs
+16
+16
+16
pilot_out
+16
+16
+16
data_out
=1-bit complex multiply

FIG. 11

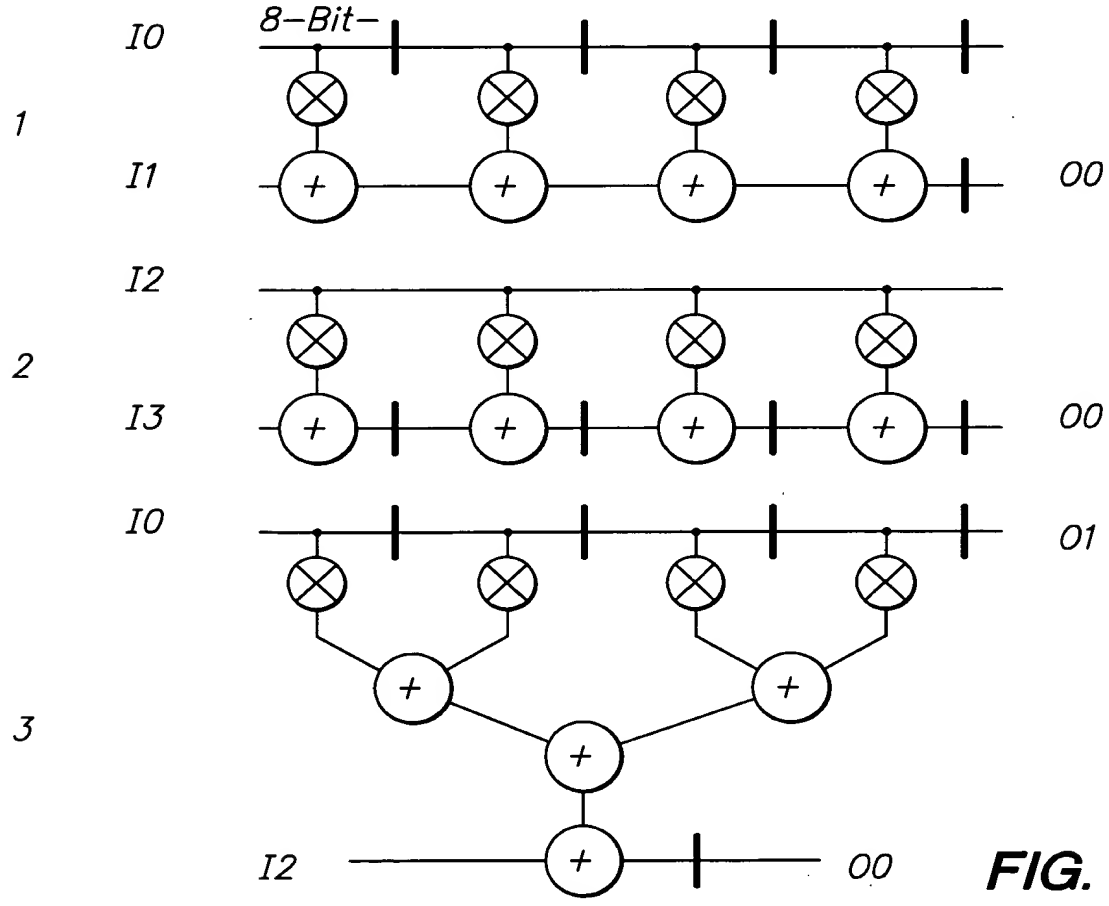
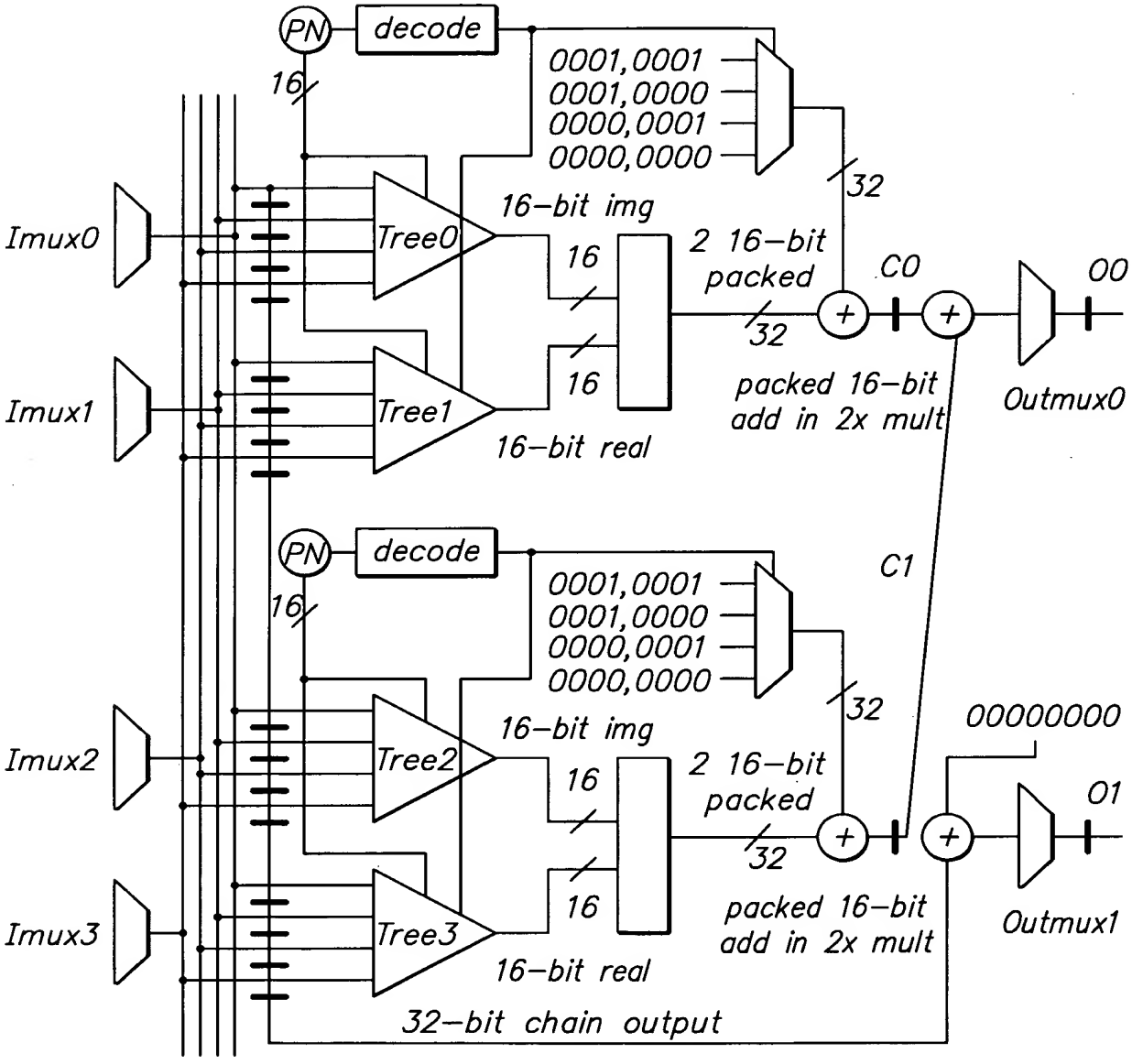

8-Bit-
I0
1
I1
00
I2
2
I3
00
I0
01
3
I2
00

FIG. 12



- 32-bit chain output is added with all zero in the 2x mult before being sent to output mux 1.
- 2 32-bit packed outputs C0 and C1 are added together before being sent to output mux 0.

FIG. 13

mode	code	real result	img result
complex	00	real	img
complex	01	img	−real
complex	10	−img	real
complex	10	−real	−img
complex−cnj	00	real	img
complex−cnj	01	img	−real
complex−cnj	10	−img	real
complex−cnj	11	−real	−img
real−r*	0x	real	
real−r	1x	−real	
real−i**	x0		img
real−i	x1		−img
zero	xx	real	img

* real mode selects the real input and uses code[1] to control negation for the real output.

** real mode select the img input and uses code[0] to control negation for the img output.

FIG. 14

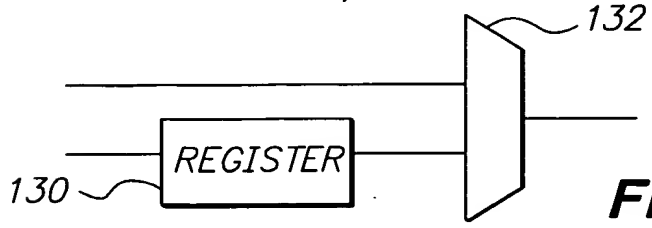


FIG. 15

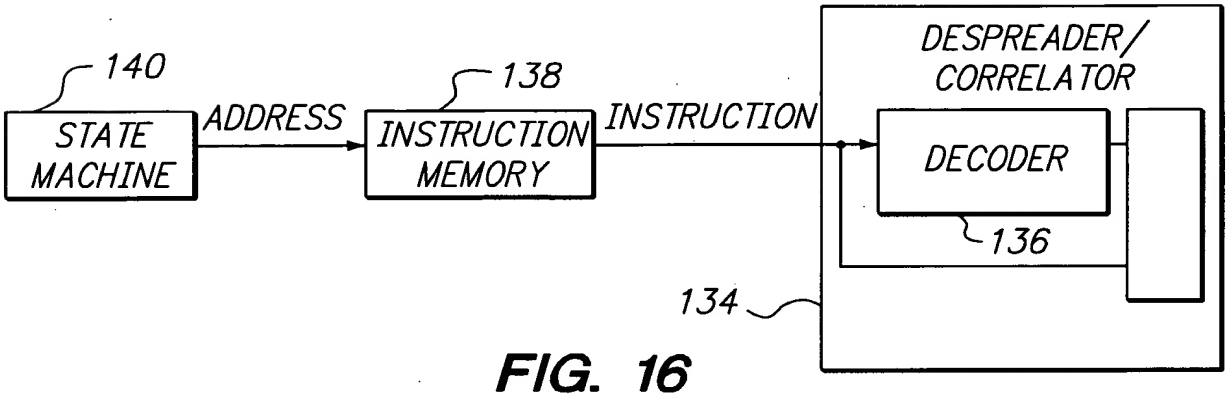


FIG. 16

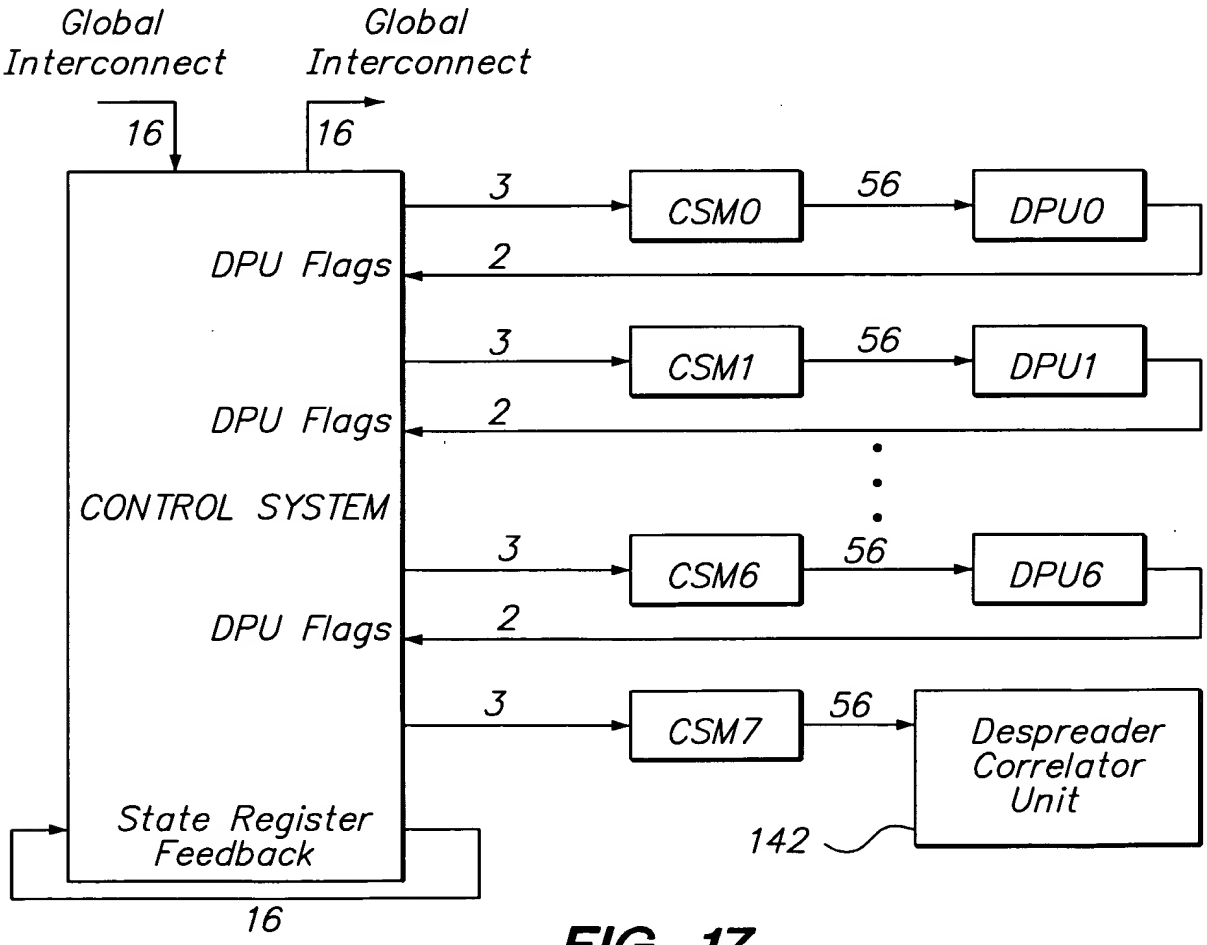


FIG. 17

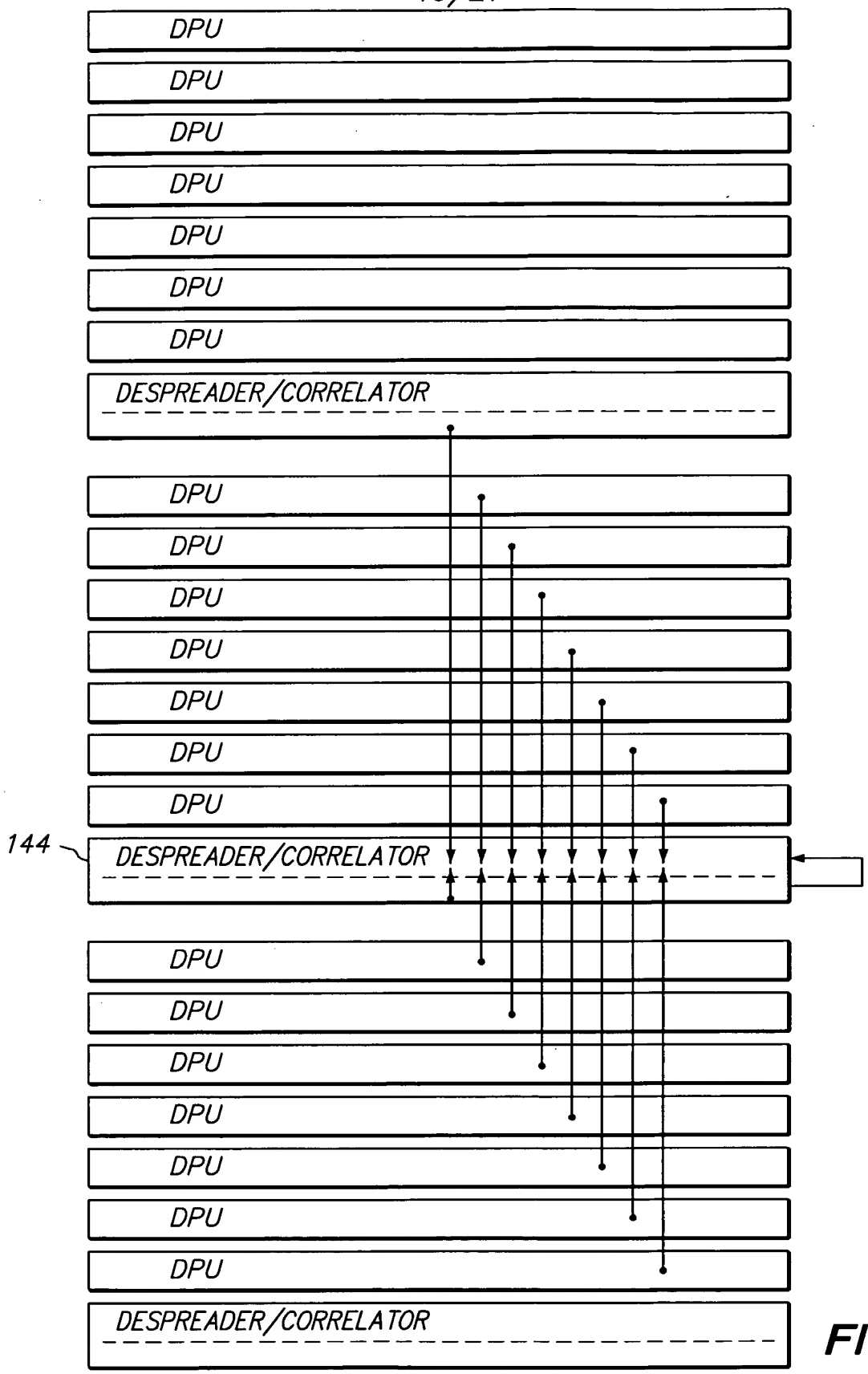

DPU
DPU
DPU
DPU
DPU
DPU
DPU
DESPREADER/CORRELATOR
DPU
DPU
DPU
DPU
DPU
DPU
DPU
144
DESPREADER/CORRELATOR
DPU
DPU
DPU
DPU
DPU
DPU
DPU
DESPREADER/CORRELATOR

FIG. 18

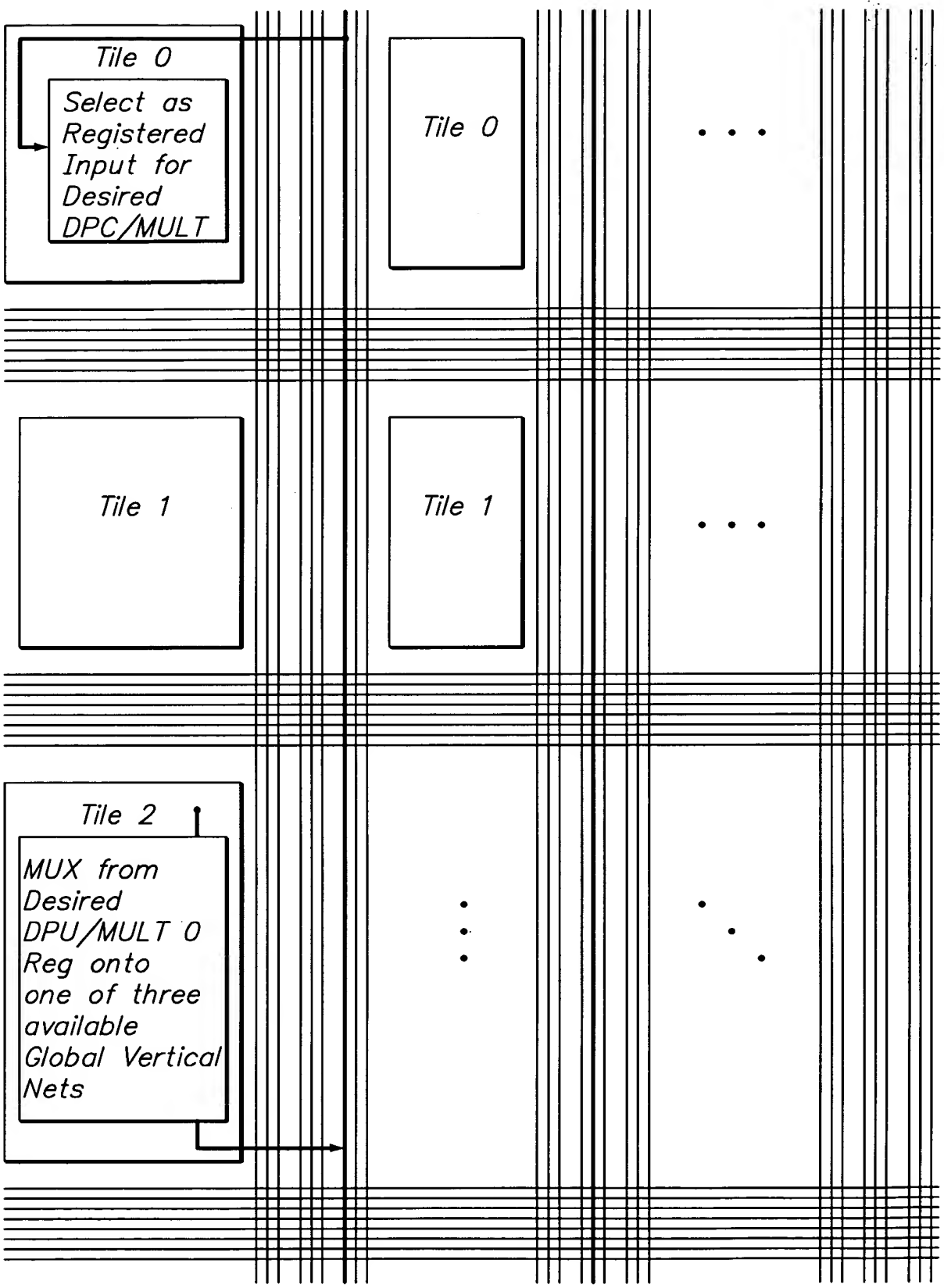

Tile 0
Select as Registered Input for Desired DPC/MULT
Tile 0
Tile 1
Tile 1
Tile 2
MUX from Desired DPU/MULT 0 Reg onto one of three available Global Vertical Nets

FIG. 19

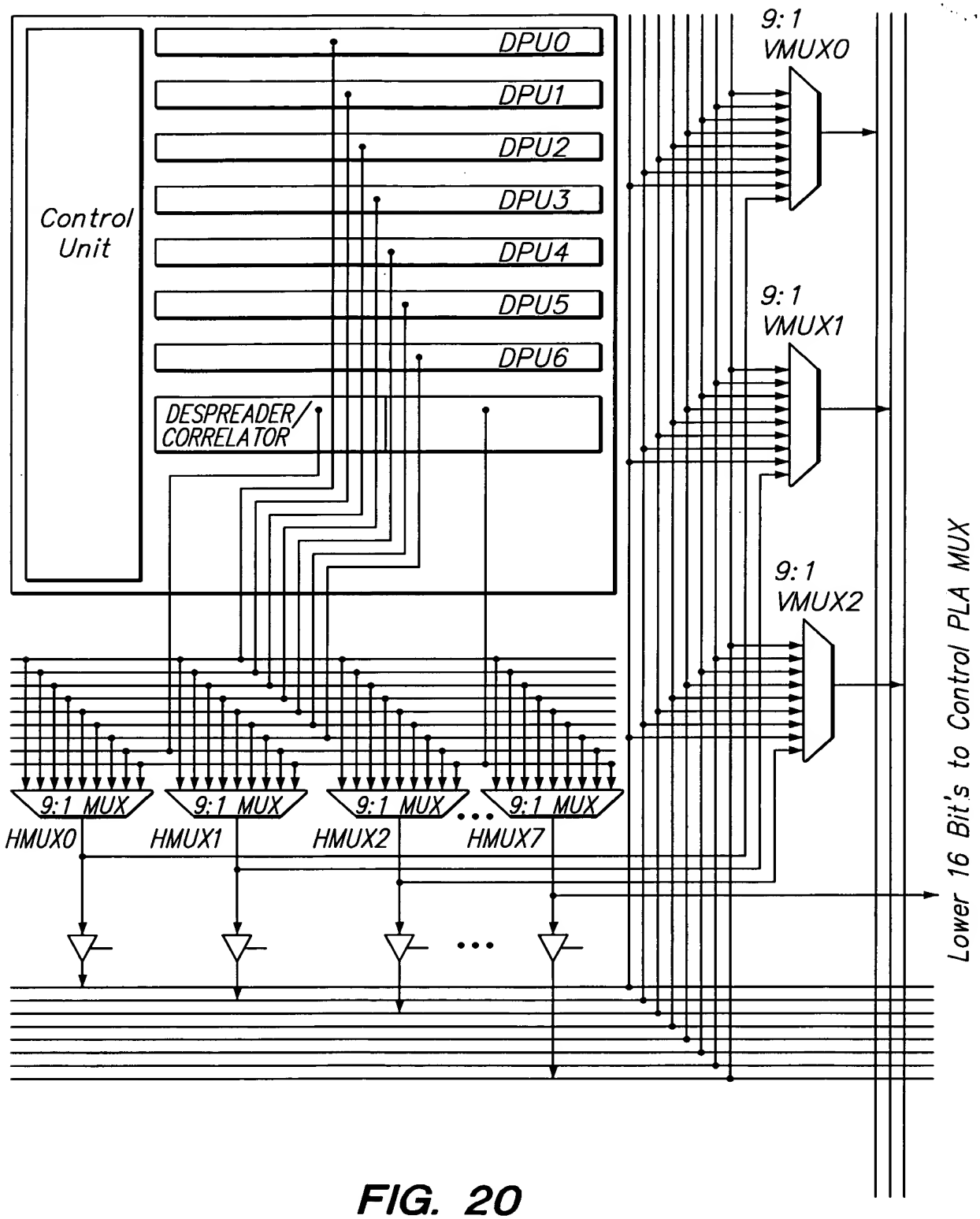

Control Unit
DPU0
DPU1
DPU2
DPU3
DPU4
DPU5
DPU6
DESPREADER/ CORRELATOR
9:1 VMUX0
9:1 VMUX1
9:1 VMUX2
9:1 MUX
9:1 MUX
9:1 MUX
9:1 MUX
HMUX0
HMUX1
HMUX2
HMUX7
Lower 16 Bit's to Control PLA MUX

FIG. 20

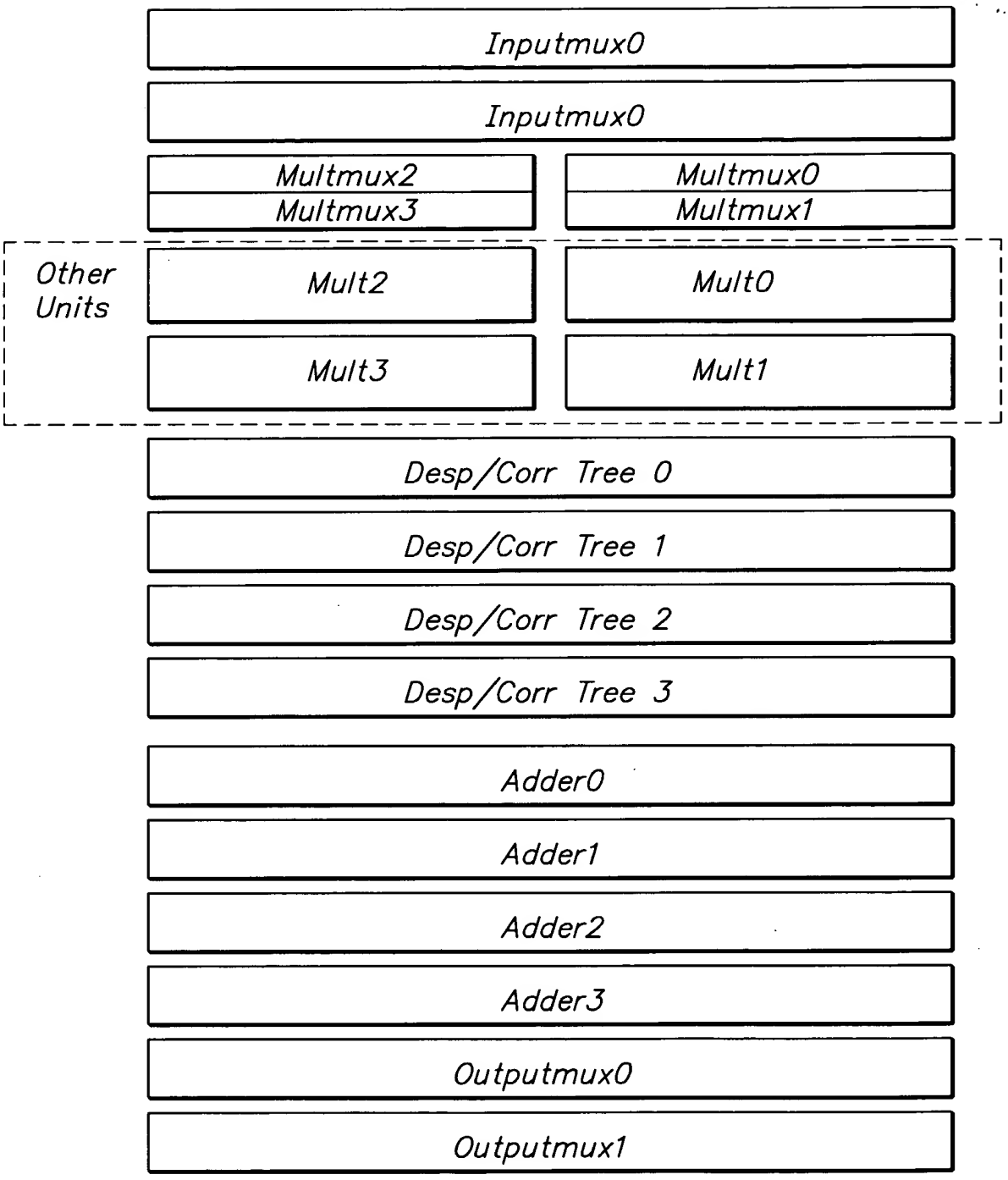

Inputmux0
Inputmux0
Multmux2
Multmux3
Multmux0
Multmux1
Other Units
Mult2
Mult0
Mult3
Mult1
Desp/Corr Tree 0
Desp/Corr Tree 1
Desp/Corr Tree 2
Desp/Corr Tree 3
Adder0
Adder1
Adder2
Adder3
Outputmux0
Outputmux1

FIG. 21

Multiplier Unit

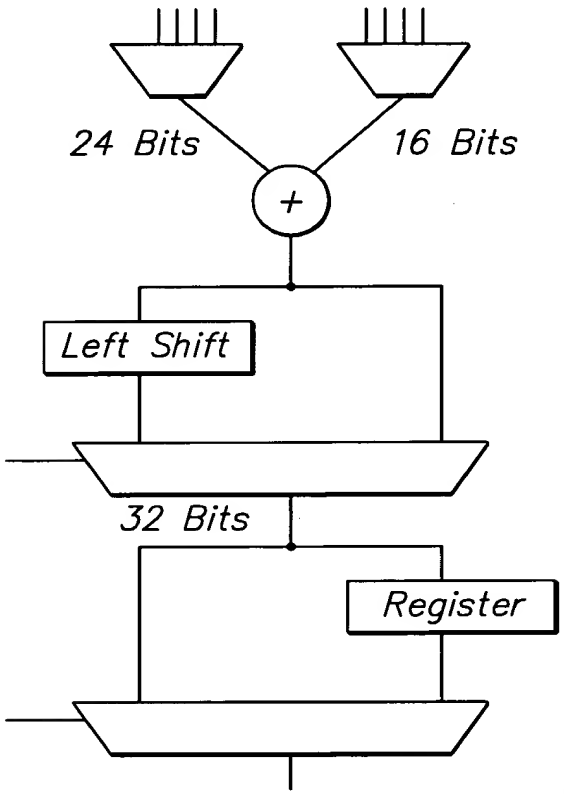


FIG. 22A

Adder Unit

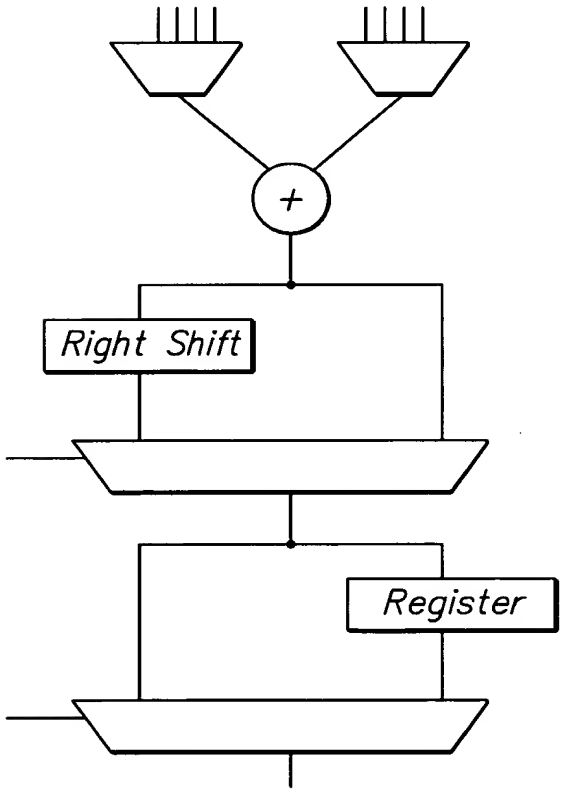


FIG. 22B

The A and B input muxes select from the following sets of 32-bit signals:

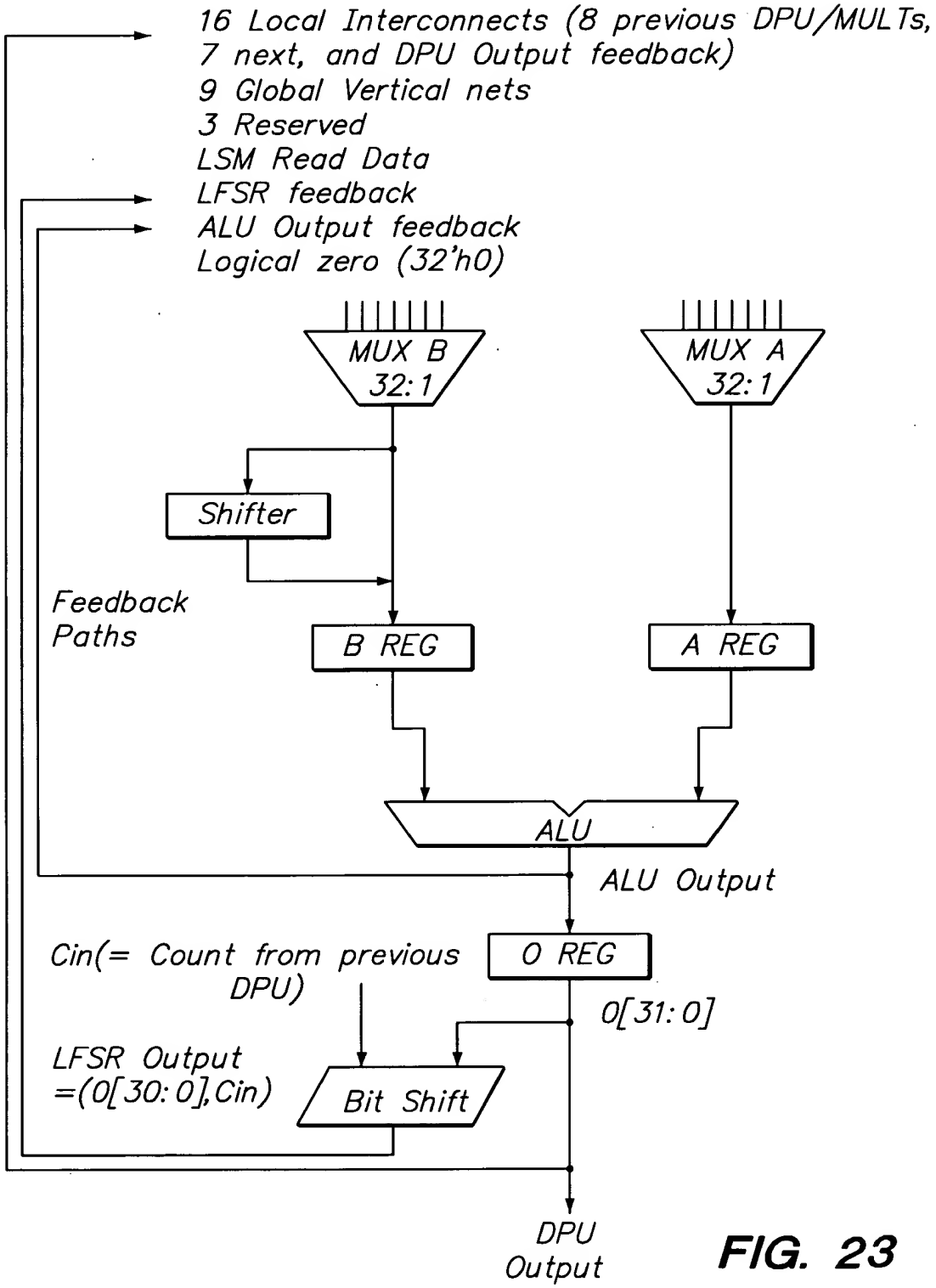


FIG. 23